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	4 A service-based network architecture for wearable robots

Ka Keung Lee; Ping Zhang; Yangsheng Xu; Robotics and Automation, 2003. Proceedings. ICRA '03. IEEE International Conference on , Volume: 2 , 14-19 Sept. 2003 Pages:1671 - 1676 vol.2 IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE



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21 Multimedia streaming and services: PROMISE: peer-to-peer media streaming using CollectCast

Mohamed Hefeeda, Ahsan Habib, Boyan Botev, Dongyan Xu, Bharat Bhargava November 2003 Proceedings of the eleventh ACM international conference on Multimedia

Full text available: cost(280,35 KB) Additional Information: full citation, abstract, references, index terms

We present the design, implementation, and evaluation of PROMISE, a novel peer-to-peer media streaming system encompassing the key functions of peer lookup, peer-based aggregated streaming, and dynamic adaptations to network and peer conditions. Particularly, PROMISE is based on a new application level P2P service called CollectCast. CollectCast performs three main functions: (1) inferring and leveraging the underlying network topology and performance information for the selection of send ...

Keywords: multimedia streaming, peer-to-peer systems

22 Overlay & peer-to-peer networks: SplitStream: high-bandwidth multicast in cooperative L environments

Miguel Castro, Peter Druschel, Anne-Marie Kermarrec, Animesh Nandi, Antony Rowstron, Atul

October 2003 Proceedings of the nineteenth ACM symposium on Operating systems principles

Full text available: cof(847.74 KB)

Additional Information: full cliation, abstract, references, citings, index

In tree-based multicast systems, a relatively small number of interior nodes carry the load of forwarding multicast messages. This works well when the interior nodes are highlyavailable, dedicated infrastructure routers but it poses a problem for application-level multicast in peer-to-peer systems. SplitStream addresses this problem by striping the content across a forest of interior-node-disjoint multicast trees that distributes the forwarding load among all participating peers. For example, i ...

Keywords: application-level multicast, content distribution, end-system multicast, peer-topeer, video streaming

Peer-to-peer: The impact of DHT routing geometry on resilience and proximity

K. Gummadi, R. Gummadi, S. Gribble, S. Ratnasamy, S. Shenker, I. Stoica August 2003 Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications

Full text available: pdf(442.55 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The various proposed DHT routing algorithms embody several different underlying routing *geometries*. These geometries include hypercubes, rings, tree-like structures, and butterfly networks. In this paper we focus on how these basic geometric approaches affect the resilience and proximity properties of DHTs. One factor that distinguishes these geometries is the degree of *flexibility* they provide in the selection of neighbors and routes. Flexibility is an important factor in achievin ...

Keywords: DHT, flexibility, routing geometry

24 <u>Using generative design patterns to generate parallel code for a distributed memory environment</u>

Kai Tan, Duane Szafron, Jonathan Schaeffer, John Anvik, Steve MacDonald
June 2003 ACM SIGPLAN Notices, Proceedings of the ninth ACM SIGPLAN symposium
on Principles and practice of parallel programming, Volume 38 Issue 10

Full text available: pdf(385.41 KB) Additional Information: full dilation, abstract, references, index terms

A design pattern is a mechanism for encapsulating the knowledge of experienced designers into a re-usable artifact. Parallel design patterns reflect commonly occurring parallel communication and synchronization structures. Our tools, CO2P3S (Correct Object-Oriented Pattern-based Parallel Programming System) and MetaCO2P3S, use *generative design patterns*. A programmer selects the parallel design patterns that are appropriate for an application, and then adapts the patterns for that specifi ...

Keywords: design patterns, frameworks, parallel programming, programming tools

25 Bayeux: an architecture for scalable and fault-tolerant wide-area data dissemination Shelley Q. Zhuang, Ben Y. Zhao, Anthony D. Joseph, Randy H. Katz, John D. Kubiatowicz January 2001 Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video

Full text available: pdf(272.26 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The demand for streaming multimedia applications is growing at an incr edible rate. In this paper, we propose Bayeux, an efficient application-level multicast system that scales to arbitrarily large receiver groups while tolerating failures in routers and network links. Bayeux also includes specific mechanisms for load-balancing across replicate root nodes and more efficient bandwidth consumption. Our simulation results indicate that Bayeux maintains these properties while keeping transmi ...

26 Scalable application layer multicast

Suman Banerjee, Bobby Bhattacharjee, Christopher Kommareddy
August 2002 ACM SIGCOMM Computer Communication Review, Proceedings of the
2002 conference on Applications, technologies, architectures, and
protocols for computer communications, Volume 32 Issue 4

Full text available: 📆 odf(561,69 KB)

Additional Information: full citation, abstract, references, citings, index terms

We describe a new scalable application-layer multicast protocol, specifically designed for low-bandwidth, data streaming applications with large receiver sets. Our scheme is based upon a hierarchical clustering of the application-layer multicast peers and can support a

number of different data delivery trees with desirable properties. We present extensive simulations of both our protocol and the Narada application-layer multicast protocol over Internet-like topologies. Our results show that for g ...

Keywords: application layer multicast, hierarchy, overlay networks, peer-to-peer systems, scalability

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1 Paper augmented digital documents

François Guimbretière

November 2003 Proceedings of the 16th annual ACM symposium on User interface software and technology

Full text available: mpdf(1.55 MB)

Additional Information: full citation, abstract, references, index terms

Paper Augmented Digital Documents (PADDs) are digital documents that can be manipulated either on a computer screen or on paper. PADDs, and the infrastructure supporting them, can be seen as a bridge between the digital and the paper worlds. As digital documents, PADDs are easy to edit, distribute and archive; as paper documents, PADDs are easy to navigate, annotate and well accepted in social settings. The chimeric nature of PADDs make them well suited for many tasks such as proofreading ...

Keywords: PADD, anoto, digital pen, paper augmented digital document, paper based user interface

² <u>Discovery and Advertising: Allia: alliance-based service discovery for ad-hoc</u> environments



Olga Ratsimor, Dipanjan Chakraborty, Anupam Joshi, Timothy Finin
September 2002 Proceedings of the 2nd international workshop on Mobile commerce

Full text available: pdf(234.26.K8) Additional Information: full citation, abstract, references, index terms

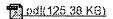
Static directory based service discovery is unsuitable for m-commerce in ad-hoc environments. In this paper, we present Allia: a peer-to-peer caching based and policy-driven agent-service discovery framework to facilitate cross-platform service discovery in ad-hoc environments for mobile electronic commerce applications. Our approach removes the problems associated with structured compound formation of agent communities in mobile commerce environment and achieves high degree of flexibility in ad ...

Keywords: advertising, agents, caching, device preferences, device profiles, mobile service discovery

Naming as a fundamental concept of open hypermedia systems
Manolis Tzagarakis, Nikos Karousos, Dimitris Christodoulakis, Siegfried Reich
May 2000 Proceedings of the eleventh ACM on Hypertext and hypermedia

Full text available:

Additional Information:



full citation, references, citings, index terms

Keywords: component-based open hypermedia system (CB-OHS), naming system, reference architecture

Service discovery in the future for mobile commerce Dipanjan Chakraborty, Harry Chen December 2000 Crossroads, Volume 7 Issue 2



Full text available: (3) html(48.94 (6)) Additional Information: full citation, citings, index terms

5 Location-independent naming for virtual distributed software repositories Shirley Browne, Jack Dongarra, Stan Green, Keith Moore, Theresa Pepin, Tom Rowan, Reed



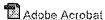
August 1995 ACM SIGSOFT Software Engineering Notes, Proceedings of the 1995 Symposium on Software reusability, Volume 20 Issue SI

Full text available: di(894.65 KB) Additional Information: full citation, abstract, references, citings, index terms

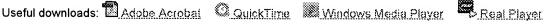
A location-independent naming system for network resources has been designed to facilitate organization and description of software components accessible through a virtual distributed repository. This naming system enables easy and efficient searching and retrieval, and it addresses many of the consistency, authenticity, and integrity issues involved with distributed software repositories by providing mechanisms for grouping resources and for authenticity and integrity checking. This paper ...

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